1982
Article Index

BUSINESS

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Autotrak	Lloyd	10/82:203		Keep track of maintenance records for a fleet of vehicles. (Model I/III)
CC—Color Computer or Chamber of Commerce	Adcock	3/82:210		Using the Color Computer as a business machine.
Discriminating Pallets	Eaton	1/82:98		Plot prices for increasing material costs. (Model I)
Financial Wizard	Perelman	5/82:326		Figure compound interest, annuity, and amortization. (Model II)
Forms Maker	Perelman	12/82:356		Make business forms. (Model II)
High Finance	Byrne	10/82:324		Program to use with all-saver savings accounts. (Model I/III)
Industry Saver	Leichtman	10/82:156		How a TRS-80 improved production-line efficiency.
Invoice	Hackman	10/82:342		Organize your billing procedures. (Model I/III)
One Twelfth of a Misery	Krapf	4/82:298		Loan-amortization program. (Model I)
Order Form	Wright	9/82:270		Produce custom-designed forms. (Model I/III)
Phonfind	Eldridge	6/82:358		See Home/Hobby.
Pocket Portfolio	Dethlefsen	1/82:94		Investment-analysis program. (PC)
Portal-to-Portal Report	Keneipp	6/82:300		Keep track of air miles traveled. (Model I)
Production Learning Curve	Jeffrey	10/82:316		Program to track production costs per unit. (Model I/III)
Profit Prognosticator	Nottingham	2/82:268		Estimate business profits. (Model III)
Questions, Questions, Questions	Rutledge	1/82:102		Tabulate and average survey results for business. (Model I/III)
Queue Up!	Clapp	12/82:333		Analyze waiting lines. (Model I)
QuickCalc	Leafstand	10/82:114		VisiCalc clone. (Model I/III)
Rule of 300	Zimmerman/Conrad	1/82:116		Figure interest payments on loans. (Model I/III)
Spanning of Mod II Disks	Keen/Dischert	1/82:110		See Programming Techniques.
Survey	Wells	6/82:248		Telemarketing program. (Model I/III)
Tax Relief for the Rich	Perelman	3/82:176		Figure taxes after the Economic Recovery Act. (Model II)
Trade Wins, The	Finkelstein	2/82:238		Stock Market simulator. (Model I/III)

EDUCATION

Title	Author	Issue/Page	Debug	Annotation
80 in the Apple, An	Radin	2/82:68		About a teacher in NYC using 80s in the classroom.
Anything Jodi Can Do...	Tallman	2/82:60		Code game written by 9-year old and comments from her dad on teaching kids to program. (Model I)
BIPED	Leichtman	4/82:112		Story on a program using micros to train handicapped people.
CIE—Computers in Education	Radin	6/82:254		How a school district uses computers.
Classroom Crystal Ball	Keough	2/82:94		The future of computers and education, and how programmers should view educational software.
Computer Etch-a-sketch	Mustico	2/82:70		See Programming Techniques.
Do Not Pass	Wood	6/82:352		Teach road signs in driver-education class. (CC)
Dynamic Item Scheduling	Wyckoff	5/82:316		Write educational programs that interest and teach students. (CC)

Earth to Class, Listen Up	Fish	2/82:120		Classroom networking. (Model I)
Elementary, My Dear Primate	Vanderburgh	2/82:256		Use randomly generated text to study language synthesis. (Model I)
Extra-terrestrial	Wells	2/82:112		Program to teach the solar system. (Model I)
Fret No More!	Louis	5/82:164		Learn how to play the guitar with your 80. (Model I)
Future in Miniature, The	Mello	2/82:53		The micro in the classroom.
Grade Book	Pugsley	3/82:184		Keep students' grades on the computer. (Model I)
King Komputer	Allison	4/82:302		Program to teach kids how to read a ruler. (Model I/III)
Learning the Elements	Wood	2/82:116		Program to teach chemical elements. (Model I/III)
Making More Possible	Leichtman	2/82:128		How micros help the handicapped.
Moby Dick Touch Typing Tutor	Brown	9/82:139		Learn touch typing. (Model I/III)
Model II Math Skills	Kilroy	11/82:292		Teach your kids to add and subtract. (Model II)
Music Marvel	Blyn	11/82:308		Teach retarded people to play music. (CC)
OJT	Tymon	6/82:326		Program to build your own educational programs from. (Model I)
Put Them to the Test	Davis	2/82:104		Program that generates quizzes. (Model I/III)
Roll Call	Henderson	2/82:100		Using computers to keep track of student records.
RS-80Tay, Aysay Hatway?	Stratton	2/82:142		Program to teach a foreign language. (Model I)
Sound OFF!	Thiel	11/82:422		Add sound to your education programs. (Model I)
Ten-key Tutor, The	Knoyle	2/82:192		Program to teach typing on the ten-key pad. (Model I)
Time to Make 'em Sweat	Hawkes	5/82:332		Generate multiple-choice, true-false, short-answer, or completion tests. (Model I)
To Comma, or Not to Comma	Perron	2/82:82		Punctuation-teaching program. (Model I)
Vocabulary Test	Kalkstein	4/82:294		Match a word with a definition. (Model I)
You Light Up My Life	Wood	3/82:330		Teach the physics of light. (CC)

GAMES

Title	Author	Issue/Page	Debug	Annotation
Acrostic Generator	Falk	8/82:240		Create puzzles. (Model I/III)
Alien Attack	Perry	8/82:282		Arcade game, with joysticks. (CC)
Amazing Cardoni II	O'Connor	8/82:302		Card trick. (Model I/III)
Assignment 46	Albino	8/82:66		Adventure game. (Model I)
Astro-Scrambler	Long	12/82:252		Dodge ball in space. (Model I)
Birthday Party	Zuckerbraun	10/82:262		Games for kids' birthday parties. (Model I)
Casino Draw Poker	Balewski	11/82:246		Play cards against your computer. (Model I/III)
Casino Slot Machine	Balewski	11/82:222		Simulate a Las Vegas slot machine. (Model I)
Color Breakaway	Grossbach	8/82:268		One-on-one hockey simulation. (CC)
Color Maze	White	8/82:188		Maze game. (CC)
Color Reversi	Ledger	3/82:90		Reversi on the Color Computer.
Computer Repeat	Fontenot	4/82:222	9/82:32	Memory game. (Model I)
Conquest of Memory Alpha	Myers	8/82:254		Colonize the universe. (Model I/III)
Cram	Brothers	8/82:234		Draw the line without going back or into it. (Model I/III)
Cube-80	Washington	8/82:106	10/82:30	Rubik's Cube on the computer. (Model I/III)
Enter the Dragon	Hadlock	8/82:248		Kung-fu adventure. (Model I/III)
Flip-a-piece	Cominio	3/82:252		Othello-like game. (Model III)
Fortran Puzzler	Yehle	6/82:227		Figure out the secret code. (Model I)
Four in One Plus Another	Becker	8/82:202	10/82:31	Four games and a utility for the CC.
Game of Kalah, The	Victor	8/82:132		Similar to Reversi. (Model I)
Game of Sim, The	Radin	9/82:276		Similar to tic-tac-toe. (Model I/III)
Intellectual Somnambulism	Keller	8/82:296		Arcade game. (Model I)
Invader	Fisher	11/82:450		Destroy the K'taabas. (Model I)
Kings and Catapults	Adams	2/82:232	9/82:32	...o feudal kings battle it out. (Model I/III)
Kwikmaze	Rollins	11/82:318		Generate mazes. (Model I/III)
Loco Motion	Ridgway	8/82:286		One-player to align objects into a pattern. (Model I)
Martian Missile Attack	Gillen	1/82:265		Save cities, destroy Martians. (Model I)
Master Muses, The	Heath	8/82:186		See Tutorials.

Maze XIX	Teter	12/82:341		Maze game. (Model I)
Micro Puzzle Box	Moews	1/82:302	3/82:28	Put the numbers in the right order in a grid. (Model I)
Model III Microchess	Embar	11/82:300		Modify Microchess for the Model III.
More Color Conversions	Freeman	11/82:164		Some Model I games converted to the CC.
Naval Wars	Byrnes	8/82:114		Battleship with two computers. (Model I/III)
Outdoor Computer Games?	Adams	8/82:80		Play spy vs. spy outdoors with your computer. (Model I/III)
Pitty Pat	Barnes	8/82:270		Variation of draw poker. (Model I/III)
Save All Humans	Boothe	3/82:154		Save people from flying saucers. (Model I/III)
Save Our Ship	Hawkins	8/82:174		Star Trek adventure. (Model I/III)
Ski Slalom	Commander	8/82:112		Hit the slopes on the 80. (Model I/III)
Space Chase	Gillen	5:82:292	10/82:30	Arcade space game. (Model I)
Space Duel	Edick	8/82:260		Arcade game. (Model I/III, CC)
Square Game	Kanach	8/82:264		Merlin-like game. (CC)
Stanley	Black	8/82:300		Out stare your VDT. (Model I)
Sub Destroy	Steele	8/82:212		Arcade game for the Model II.
Tee for Six	Bevington	8/82:156		Tee-jumping board games for the computer. (Model I/III)
Termites	Weindorf	8/82:274		

GENERAL

Title	Author	Issue/Page	Debug	Annotation
Basic Misinterpreter	Busch	4/82:86		Humor—change Basic keywords to misspelled words. (Model I)
Bob Rosen— A Colorful Story	Leichtman	6/82:174		Personality piece on Bob Rosen.
Broadening the TRS-80 Horizon	Busch	3/82:298		Thoughts on expanding your system.
Calculating Genius, Pt. I	Cook	11/82:130		The story of Charles Babbage, inventor of the digital computer.
Calculating Genius, Pt. II	Cook	12/82:88		See Part I.
Cassbox	Gillen	11/82:282		Print out cassette-box cards. (Model I)
CC CQ	Chuck	12/82:200		Use your Color Computer with your ham rig.
Celluloid CPUs	Nadeau	5/82:98		Micros in the movies.
CompuServe, MicroNet, TRS	Maquire	1/82:74		TRS-80 users and CompuServe
Computer Creationists	Rose	5/82:80		How micros are used in sound studios.
Computer-Assisted Electronic Design	Harper	11/82:372		Use your computer to design circuit boards. (Model I/III)
Confessions of a Microholic	Keller	5/82:320		One user's life after buying a TRS-80.
Dateline: Sri Lanka	Mello	4/82:128		Personality piece on David Busch.
Divine Dementia	Nadeau	5/82:176		Personality piece on Dennis Kitsz.
Dream Team	Wangsness	2/82:196		Put together an ideal team with this program. (Model I)
Family Tree, The	Castor	11/82:398		Genealogy program. (Model I)
Gabby the Space Cowbum	Ramella	5/82:322		This space cowboy won't shut up. (Model I)
Graphics King, The	Frann	8/82:120		Personality piece on Leo Christopherson.
Jake's Wampeters	Mello	3/82:162		Profile on Jake Commander.
Kryha Cipher Machine	Deavours	5/82:272		Use Tiny Pascal in cryptology. (Model I)
Little Byte Music, A	Levine	5/82:128		History of digitally synthesized music.
Make Those Headlines Fit	Ramella	11/82:260		Know if a headline will fit in a space before you typeset it. (Model I)
Memory Map—Level II	Goodwin	12/82:298		Level II memory map.
Night on the Town, A	Gunn	4/82:124		Humor—take your computer out on a date.
Northern Lights	Latamore	5/82:104		How a sculptor uses a micro to play his designs.
Ohio Electronic News Experiment	Chidsey	6/82:100		Progress report on the Tiffen, OH, newspaper's electronic news experiment.
Out of Thin Error	Adcock	5/82:258		Humor—what error messages "really" mean.
Philly Phiasco	Gunn	5/82:140		Commentary on the Philadelphia Computer in the Arts Symposium.

Radio Shack vs. IBM	Van Ghent	3/82:168	Model II compared to the IBM 5150.
ROM Bibliography	Secord	4/82:76	Annotated list of literature on the ROM. (Model I/III)
Shopping with Uncle Sam	Stolker	10/82:88	A look at the Federal DP Expo in Washington, DC.
Terminal Case, A	Latamore	1/81:66	A look at the Canadian videotext system, Telidon.
Tracking Lobsters	Kaczor	12/82:150	Plot maps to locate lobster pots, or anything else. (Model I)
TRON: Man in the Computer	Mello	8/82:124	Piece on the movie, Tron.
Vexed by the Void	Resnick	4/82:262	An alien's view of TRS-80 users—humor.
Videotext for the Masses	Nadeau	1/82:60	What videotext means to the home computerists.
When the Postman Doesn't	Averill	3/82:308	Thoughts on mail order.

GRAPHICS

Title	Author	Issue/Page	Debug	Annotation
3-D Graphics	Fogelin	3/82:138		Get 3-D geometric shapes on the screen. (Model I/III)
Alpha-graphics	Basch	1/82:190		See Programming Techniques.
Back to the Drawing Board	Rappaport	3/82:120		See Utilities.
CC on Parade, Pt. I	Barden	10/82:82		Using graphics on the CC.
Color from a Model II?	Ward/Deininger	3/82:240		Use the DMP-3 digital plotter to get color graphics. (Model II)
Colorful Computer, Pt. I	Miller	8/82:94		Twenty-one graphics programs. (CC)
Colorful Computer, Pt. II	Miller	9/82:152		See Part I.
Colorful Computer, Pt. III	Miller	10/82:254		See Part I.
Computer Etch-a-sketch	Mustico	2/82:70		See Programming Techniques.
Conversion	Osborne	9/82:238		Bob Boothe's graphics on the CC.
Different Perspective	Nielsen	5/82:242		Use shadows to gain perspective in graphics. (Model I)
Editor's Choice, The	Gesamte/Commander	3/82:78		Graphic patterns. (CC)
Epson Airfoils	Boothe	11/82:230		Plot airfoils for planes on your Epson printer. (Model I)
Flaky	Garrison	12/82:94		Graphics techniques. (CC)
Is a Rose in Color/a Rose	Green	3/82:142	6/82:26	Earlier 80 Micro graphics programs converted to the CC.
Joystick Paintbrush	Sprouse	9/82:230		Draw on the screen with joysticks. (CC)
Mirror Imagining	Boothe	3/82:112		Plot spheres, paraboloids, and other high-resolution shapes for the Epson. (Model I)
Paper Graphics	Rosenberg	3/82:270		See Utilities.
Pictures at a Mod II Exhibition	Baker	3/82:280	6/82:26	Bob Boothe's techniques on a Model II.
Pixel Print	Gillen	11/82:364		Send screen graphics to the printer. (Model I)
POKE Graphics	Schaefer	12/82:384		Speed up Basic displays. (Model I)
Polar Generator	Webb	2/82:204		See Programming Techniques.
Random Picture	Swarts	2/82:194		Let the computer be the artist. (Model I)
Shady Characters	Ramella	3/82:258	6/82:26	Get silhouette printouts. (Model I)
Smooth Graphics	Goodman	3/82:304		See Programming Techniques.
Spiromania, Pt. I	Commander	5/82:88		Draw spirographs on the Color Computer.
Spiromania, Pt. II	Commander	6/82:106		See Part I.
Sublime Simulations	Keough	4/82:258		How computer simulation/modeling works.
Super Banner	Balewski	5/82:282		Print out banners on a Centronics 737. (Model I)
When Black Is White	Tache	3/82:294		Reverse graphic printouts. (Model I/III)

HARDWARE

Title	Author	Issue/Page	Debug	Annotation
Bare-bones	Hart	6/82:128		Get a communications system without the expansion interface or RS-232 adapter, with software. (Model I)

Title	Author	Issue/Page	Debug	Annotation
Battery Back-up	Batie	2/82:126		Build a battery back-up unit.
Building an M-80	Hawkes/Reese	3/82:172		Build a single-board microprocessor with the Z80.
Cablebrew	DeFrancis	11/82:287		Make your own MX-80 cable.
Cheaper Upgrade	Tucker	9/82:186		Install the Extended Color Basic ROM yourself. (CC)
Color Computer Upgrade	Murphy	3/82:102		Go from 4K to 16K. (CC)
Color from a Model II?	Ward/Deninger	3/82:102		See Graphics.
Computerized Engraving	Joffe	5/82:318		Drive a pantograph with your 80. (Model III)
Cybernetics and Jelly Beans, Pt. I	Davids	10/82:190		Build a robot to detect jelly beans. (Model I)
Cybernetics, Pt. II	Davids	11/82:264		See Part I.
Cybernetics, Pt. III	Davids	12/82:312		See Part I.
Digital Doodles	Sehmer	1/82:244	9/82:30	Build a graphics plotter. (Model I)
Do-it-yourself Disks	Shaefer	1/82:172		Install your own disk drives in a Model III.
Double Your Density	Domuret	1/82:294		Adding double density to your system. (Model I)
Four Into One Will Go, Pt. I	Hawkes/Reese	2/82:226		Put a 4K program in 1K by bank section. (Model I)
Handy Dandy Tandy Table	Langston	4/82:328		Build a desk for your computer.
Hardware Hacker, Pt. I	Van Praag	10/82:216		Connect a Centronics-compatible printer to the Model I.
Hardware Hacker, Pt. II	Van Praag	11/82:112		Add 32K RAM. (Model I)
Hardware Hacker, Pt. III	Van Praag	12/82:173		Add a disk-drive controller. (Model I)
Hydra-disk	Robins	3/82:206	6/82:26	Add dual-headed drives. (Model I)
Joy of Interfacing, The	Batie	3/82:242		Joystick interface. (Model I)
Juicing Pin 18	Gorodetzer	9/82:288		Use pin 18 on the MX-80 printer connector with the buffered cable. (Model I)
Look into Disk Drives, A	staff	1/82:179		Buyer's guide to disk drives.
Modem Auto-answer	Westbrook	6/82:229		Build an auto-answer device.
Multi-programming/ Micro	Genovese	1/82:278		See Programming Techniques.
Networking on a Shoestring	Meinke	2/82:184		Build your own networking system. (Model I)
New Generation of Characters	Park	4/82:220		Install the AXX3027 character generator chip. (Model I)
Programmable Baud Rate	Cottle	5/82:306		Device for the LNW interface to get a programmable baud rate. (Model I)
RAM Wars	McClenahan	3/82:156		Get 64K RAM on the CC.
Singer Printer Interface	Mailhot	6/82:374		Interface the Singer printer.
Sixteen Channel A/D Board	Haan	6/82:310		Interface eight joysticks. (Model I)
Smarten Up, Color Computer	Esposito/Thiel	3/82:126		Add memory to the CC.
Straight Shooter, The	Quindry	1/82:318	10/82:30	Build an inexpensive light pen. (Model I)
Telephone Dialer	Hickey	6/82:160		Device to let your computer dial phone numbers. (Model I)
$30 System Desk	Asman	12/82:166		Build a desk for your computer.
Those CLOAD Blues	Hartjes	1/82:288		Build a data compensator and audio amplifier. (Model I)
Video Snow Shovel	Smith	3/82:290	9/82:30	Get rid of those black streaks against white characters. (Model I)
Voice-Controlled Typewriter	Rigsby	12/82:72		Use your computer and printer as a sound-activated typewriter for the handicapped. (Model I)
We Interrupt This	Workman	11/82:396		Build interrupt capabilities into your Model I.
Where There's a Will...	McClenahan	3/82:84		Device to let the Color Computer print while on CompuServe.

HOME/HOBBY

Title	Author	Issue/Page	Debug	Annotation
Bringing the Supermarket to Its Knees	Kraynak	4/82:270		Grocery-list program. (Model I)

Computer Racing Form	Bobo	5/82:252		Handicap horse races on your micro. (Model I/III)
Family Medical History	Diaz	11/82:90		Keep your family's medical records. (Model I/III)
Fore! Scorekeeper	Wells	5/82:298		Keep track of your golf scores. (Model I/III)
Gentle Reminder, A	Rosen	6/82:348		Schedule your work projects. (Model I/III)
Home Budgeteer— Reprise	Pablo	5/82:238		Keep track of household expenses. (Model I/III)
Homebrew Librarian	Hamilton	11/82:436		Keep track of your books. (Model I)
If This Is Tuesday, It Must Be...	Atkins	1/82:308	5/82:26	Date program. (PC)
Income Tax Estimator	Stark	10/82:168		Figure your income tax on the CC.
Model III Biorhythms	Anderson	5/82:280		Find out what your good and bad days will be. (Model II)
No More 90-lb.	Stevens	1/82:174		Exercise log program. (PC)
Phonfind	Eldridge	6/82:358		Phone-log program. (Model I/III)
To Catch a Thief	Kuhn	4/82:274		Home-inventory program. (Model III)
Trick or TRS-80	Keller	10/82:104		Have a jack-o-lantern on your screen greet trick-or-treaters. (Model I/III)
Two Stroke a Side	Avery	5/82:264		Figure your golf handicap. (Model I/III)
Ultimate Parts Manager	McCalley	1/82:140		Keep inventory of Model T parts. (Model I)
You're in the Money	Montgomery	10/82:140		Project the impact of personal savings and borrowing plans. (Model III)

PROGRAMMING TECHNIQUES

Title	Author	Issue/Page	Debug	Annotation
Add That Professional Touch	Steelhammer	1/82:258		Make DBMs easier to use. (Model I/III)
Alpha-graphics	Basch	1/82:190		Technique to build graphic strings. (Model I/III)
Basic Word Processing	Cutrona	9/82:140		See Utilities.
CC on Parade, Pt. I	Barden	10/82:82		See Graphics.
CC on Parade, Pt. II	Barden	11/82:80		Learn how to use Line, Circle, Draw, Paint, Get, and Put. (CC)
Colorful Computer, Pt. I	Miller	8/82:94		See Graphics.
Colorful Computer, Pt. II	Miller	9/82:152		See Part I, Graphics.
Colorful Computer, Pt. III	Miller	10/82:254		See Part I, Graphics.
Computer Etch-a-sketch	Mustico	2/82:70		Add graphic routines to educational programs. (Model I)
Conversion	Osborne	9/82:238		See Graphics.
Different Perspective	Nielsen	5/82:242		See Graphics.
Dizzy Decimals	Shore	3/82:326		Eliminate round-off errors. (Model I/III)
Do-it-yourself DB, Pt. I	Townsend	6/82:176		
Homebrew, Part II.	Townsend	9/82:242		See Do-it-yourself DB, Part I.
Homebrew, Part III	Townsend	10/82:332		See Do-it-yourself DB, Part I.
Easy Picture Editor	Ginger	12/82:388		See Utilities.
Editor's Choice, The	Gesamte/Commander	3/82:78		See Graphics.
Flasher, The	Mickey	1/82:276		Flash prompts. (Model I)
Graftrax Tricks	Schneider	12/82:118		New things to do with your MX-80. (Model I)
I Have a Secret	Demberger	10/82:296		See Utilities.
I Program, Therefore ISAM	Adcock	5/82:302		Use the indexed sequential addressing mode.
Mirror Imagining	Boothe	3/82:112		See Graphics.
Model I Do Files	Jackisch/Knapp	4/82:254		Ease program operation by using Do files. (Model I)
Model III Machine-language Mods	Koch	12/82:520		Tricks to convert Model I programs to Model III
Multi-programming/ Micro	Genovese	1/82:278		Execute several programs simultaneously. (Model I)
On Break GOTO	Donais	11/82:390		Another way to use break. (Model I)
Ordered Chaos	Webb	1/82:310		Using randomness in programs. (Model I/III)
PCLEAR 0	Heusinkveld	9/82:282		Make high-resolution graphics use high memory. (CC)
PEEK of Its Career, The	Wilson	6/82:308		Simulate PEEK and POKE on the Model II.
Performance Analysis	Ballard	2/82:240		Detail the execution path of your programs. (Model I/III)

SCIENCE/MATH

| Two-way ANOVA | McGarvey | 3/82:234 | | Get two-way analysis of variance. (Model I) |
| You Light Up My Life | Wood | 3/82:330 | | See Education. |

TUTORIALS

Title	Author	Issue/Page	Debug	Annotation
Another Sort of Sort	Townsend	12/82:276		Position and chain sorts.
APL Primer, Pt. I	Grothman	12/82:376		How APL works.
BBS Primer	Wright	6/82:284		What you need to hook onto a bulletin board.
Bit Smitten, Pt. II	Chidsey	9/82:268		Formerly "For the Novice;" heat build-up, turn-on and turn-off shock, and more discussed.
Bit Smitten, Pt. III	Chidsey	10/82:96		What a baud is, screen-dump routines, and more.
Bit Smitten, Pt. IV	Chidsey	11/82:92		Learn how to use the Basic Read...Data function. (Model I/III)
Bit Smitten, Pt. V	Chidsey	12/82:101		Gain access to string data. (Model I/III)
Boolean Logic Operators	Crew	12/82:366		How they work in Basic and Fortran.
Breaker 19	Busch	6/82:96		How to use CompuServe's CB simulator.
Color Computer Pointers	Gilliland	11/82:288		Combine programs and save memory. (CC)
Damping Cassette Output	Sinclair	5/82:324		What to do when CLOAD problems are really CSAVE problems.
Data Communications— TRS-80 Style	Derfler	6/82:82		How to set up your TRS-80 as a data-communications terminal.
Do-it-yourself DB, Pt. I	Townsend	6/82:176		See Programming Techniques.
Do-it-yourself DB, Pt. II	Townsend	9/82:242		See Part I, Programming Techniques.
Evolution of the Language	Waltjen	11/82:359		How a language works with the hardware. (Model I)
Extended Color Basic	Miller	6/82:266		A look at Extended Color Basic. (CC)
For the Novice, Pt. I	Chidsey	6/82:148		What MEM SIZE?, high and low memory, high and low-level languages are all about. (See Bit Smitten for subsequent parts.)
Graftrax 80	McNamee	9/82:190		Use bit graphics on the MX-80. (Model I/III)
Inside Scripsit, Pt. I	Lindley	9/82:222		Learn how Scripsit works before you modify it. (Model I/III)
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Mod III Notes	Ratzlaff	2/82:200		Model II monitors and cassette I/O.
Model I, Meet Model III	Barlow/Brydges	1/82:316		Convert programs from Model I to Model III.
Model II Primer	Baker	5/82:260		Tips for the new Model II owner.
NEWDOS80 Files	Resnick	12/82:344		How some NEWDOS files work.
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Plant a Binary Tree	Knecht	11/82:242		Use a one-key binary tree in your random disk files. (Model III)
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Scripsit Makes It Easy	Bennett	11/82:456		Merge a mailing list with a standardized letter. (Model I)
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Technological Destiny, Pt. I	Dilllio	4/82:264		What a job in data processing requires.
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Things Still Crawl in the LII ROM	Marshall	11/82:444		Why System loads crash. (Model I)
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Using Print Using	Rende	1/82:290		See Programming Techniques.
Utilities Buyer's Guide	staff	4/82:135		Stats on various utilities for the TRS-80. (Model I/II/III, CC)
Welcome to Cobol	Keen/Dischert	1/82:92		Introductory look at Cobol.
Worm Pills for Basic	Keen/Dischert	4/82:290		See Programming Techniques.
Z80 Bit Tables	Robinson	3/82:260		Op-code secrets revealed. (Model I)

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16, 10, 2, or 8—Which Base Do We Appreciate	Sarnow	6/82:334		Decimal to octal to hex conversion. (Model I/III)
Add CRC ASAP	Baker	1/82:204		Perform cyclical redundancy code checks for tape-based systems. (Model I)
Another Major Operation on Scripsit	Graves	1/82:230		Add serial printer capabilities to Scripsit. (Model I)
Array I/O	Neff	1/82:200	5/82:26	Machine-language routine for fast Basic data transfer. (Model I)
As the Screen Scrolls	Keller	2/82:264	6/82:26	Protect some of your screen from scrolling. (Model I)
Autokey	Rigg	12/82:280		Modify Uni-key for the Model III.
Back to the Drawing Board	Rappaport	3/82:120		Design graphic displays on the screen and let the computer produce the code for it. (Model I)
BAM!	Byrkit	4/82:167		Change one-letter commands in your monitor program to a full word. (Model I)
Base 2 Screenprinter	Kent	3/82:214		Get screen dumps on the Base 2 printer. (Model I)
Basic Communication	McGarvey	6/82:324		Terminal program in Basic. (Model I)
Basic Compiler in Basic	Bertsekas	10/82:122		(Model I)
Basic Translator	Miller	6/82:194		Translate different Basic dialects for communication with other computers.
Basic Word Processing	Cutrona	9/82:140		Basic word processor. (CC)
Can You Get Me a Date?	Phillipp	2/82:220		Routine to let you enter a date in any format you like. (Model I)
Certify Your Cassettes	Bigelow	12/82:266		Eliminate bad saves. (Model I)
Checksum	Batie	11/82:410		Aid debugging by producing checksums for main listing. (Model I/III)
Clean Up Your TRON/TROFF	Rohde	11/82:406		A trace table to avoid a cluttered screen. (Model I)
Color Assembler	Heusinkveld	11/82:213		Assembler for the Color Computer.
Color Diskdump	Knecht	12/82:354		Examine those files. (CC)
Colormon	Cook	3/82:212		Monitor program. (CC)
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Datagen	Heusinkveld	6/82:346		Convert machine code to Basic statements. (CC)
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Does Format Get Your Backup?	Hart	1/82:217		Use glitched disks. (Model I)
Easy Picture Editor	Ginger	12/82:388		Simple commands for art or games graphics. (CC)
Error Code Expanded	Alford	2/82:260		Get full error messages. (Model I)
Expand It—Burn It In	Alexander	6/82:344		Test program for memory upgrade. (Model III)
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Half Duplexer	McGarvey	5/82:172		Get screen echo for typed communications. (Model I)
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